

WARNING:  CHOKING HAZARD - Small parts.
Not for children under 3 years.

FREE

BINGO

BINGO

BINGO

Animal Picture

GUIDE



LER 5994



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Players practice identifying different animals while playing bingo and having fun! Learning different animals and their names will help increase vocabulary and communication skills. Common animals were chosen for this game: dog, cat, cow, chicken, bird, pig, elephant, fox, fish, sheep, goat, donkey, duck, mouse, rabbit, and horse.

Two levels of game play are included. Photographs of each animal are shown on Side 1 of the bingo card. Vocabulary words describing each animal are listed on Side 2 of the bingo card.

Contents:

- 4 Bingo Cards
- Spinner
- 36 Game markers

Object of the Game:

Be the first player to cover three spaces in a row, a column, or diagonally with the game markers.

Note: This game is best played if the spinner is an adult or student who can read.

Playing the Game:

Each player selects a bingo card and uses Side 1. Players may fill their free space with a game marker. Designate one person to be the spinner. The designated person spins the spinner and reads the animal that the arrow stops on. The spinner should also record what was spun to check the winner's card at the end of the game. All players check their card to find an image that matches the word that was called. If a player has an image of the animal called, he or she should cover it with a game marker. Players may cover one space per turn. The same person spins again and game play continues until one player covers three spaces in a row, a column, or diagonally. The winner's game card should be checked with what was called to make sure the images covered match what was called.

When playing with Side 2 of the bingo card, players will cover up the vocabulary word that matches the word spun.

Alternative Ways to Practice Vocabulary:

Make a word wall. Introduce the different words to the class and spell them together. Encourage the students to use these words in their writing throughout the week.

Play an acting game using the new animal words. Have each student stand up by their desk. Call out an animal word on the spinner and have the students act like that animal, either by making the sound that it makes or acting like the animal. For example, if the teacher calls out, "cow", then the students should all say "moo." This is a fun and interactive way for students to learn different animals and their sounds.